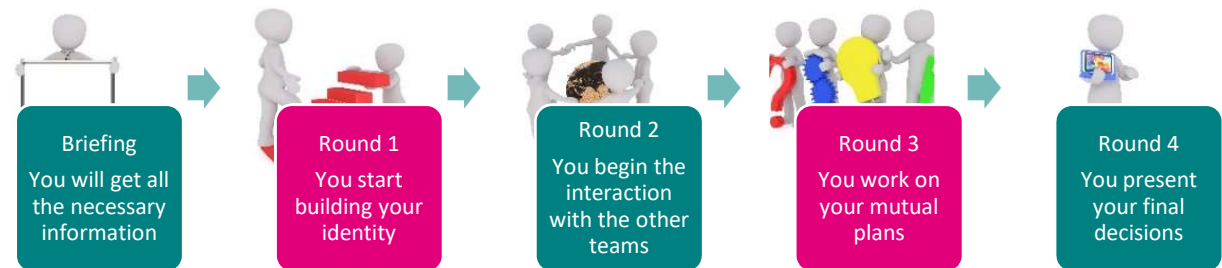


We bridge the gap

In the simulation game, we aim to bridge the gap between theory and practice. You experience international virtual collaboration in a simulated business environment while at the same time draw on points of reflection such as multilingualism and interculturality (not by referring to national cultural containers but rather by learning to deal with situations of uncertainty).

You will play in groups of three universities in synchronous online meetings of 2.5 hours, once a week for six consecutive weeks:



After each round, we will have a debriefing. Here, you reflect on your experiences and learn from them for future interactions.

Our overall learning objective is that you will improve your individual intercultural competence and be well equipped for further intercultural cooperation in the future.

Virtual environment

We will play virtually. We connect and communicate via Zoom and Miro. We also have a learning environment for you available. Once you are part of your university team, you will receive your login information.



Our simulation game Megacities scenario

A wealthy elderly citizen wishes to donate his property, a piece of fallow land of about 100 km² in the middle of three adjacent towns. His condition: the three towns with different interests will have to use the area together in order

